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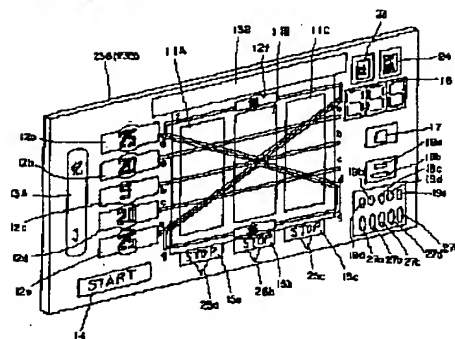
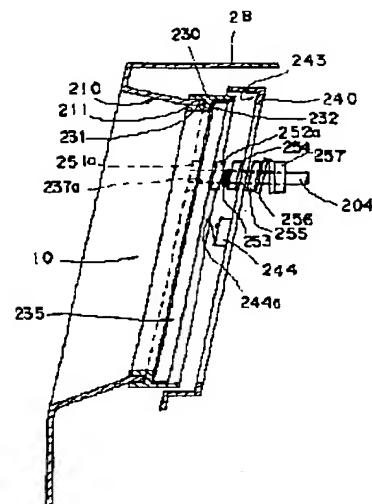
APPLICATION DATE : 07-07-95
APPLICATION NUMBER : 07172541

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INVENTOR : ITO KOJI;

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TITLE : GAME DEVICE



ABSTRACT : PURPOSE: To clearly inform a player of the completion of preparation of a game and to inform the player of the state of a game device representing the incompleteness of preparation by changing the state of a covering member which covers a game area so as not to be touched by the player in a transparent state or an opaque state depending on a condition generated in the game device.

CONSTITUTION: A game display part 10 consisting of an LCD transparent state change panel is provided in the upper part on the front side of a front case 2B in a slightly sequestered state. Variable display parts 11A, 11B and 11C as transparent variable display parts are provided in the center of the game display part 10, through which variable display can be observed. The game display part 10 can be changed in the transparent state in a game variable state by a control means, and a part confronting with the game area is changed in the opaque state in a game disabled state. Thus, the user is informed of the game disabled state due to the behavior of the player, and the illegality of game is prevented.

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